

System Design Document for Wack

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1 Introduction

1.1 Definitions, acronyms, and abbreviations

GUI: Graphical User Interface; how the application looks.

2 System Architecture

Everything will be on the same computer, but using multiple clients. This will simulate an actual chat application with multiple computers. A Model-View-Controller model was used when implementing the application. All views have an association with its model counterpart, but the views do not know the controllers. The controllers in turn have one assigned model and view counterpart. Relevant information to the view is sent through method parameters. The model is not bound to the controller or view in any way. Machines: 1.

Different components:

Model

Controllers

View

2.1 Subsystem Decomposition

Our chat application is divided into 3 major packages which can be seen in "figure x". See the appendix to see the general relationships between the packages and a fully expanded image of the packages.

Model contains all the data and logic which is used to run the application.

View accepts user input and then renders the view based on the models updated data.

Controller handles inputs and requests from view and communicates with the model.

2.2 Model

2.3 'Second Component'

3 Persistent Data Management

4 Access Control and Security

5 References